

Michael Salisbury



408-839-9888



michael.salisbury87@gmail.com



SKILLS

Ruby, Ruby on Rails, JavaScript, jQuery, React.js, Redux, SQL, Git, HTML5, CSS3, d3.js, node.js, express.js, MongoDB, debugging

EDUCATION

App Academy (Winter 2017))

Immersive software development course with focus on full stack web development. App Academy is a 1000 hr program with an acceptance rate of less than 3%.

University California @ Davis (2010-2012)

BS - Economics, minor in Communications.

FUN FACTS

I left the pursuit of law school to follow my passion of building cool things and to put my creative ideas into action. I thrive in fast-paced collaborative environments and enjoy learning languages and technologies. I enjoy solving puzzles, learning new languages and competing in sports and games.

PROJECTS

Eventbrite | PostgreSQL, Ruby on Rails, React/Redux

[Live Site](#) | [Github](#)

A pixel perfect clone of Eventbrite built on a PostgreSQL database with Ruby on Rails used for backend, React/Redux used to develop frontend.

- Integrated Cloudinary API to allow users to upload images and efficiently store images for events.
- Implemented React hashrouter to create a single-page application with authenticated and protected routes.
- Developed an event category index filter by creating custom http route to handle AJAX request on click.
- Created a custom http route for AJAX requests to validate user email from sign-in modal - once json received, appropriate sign-up or login modal rendered.
- Integrated Google Map API to allow users to see location of event.
- Used geocoder gem to convert address into latitudes and longitudes before saving to DB to ensure all events can have a marker placed on map.

Dubs Visualizer | HTML5 SVG, CSS3, d3.js

[Live Site](#) | [Github](#)

A shot chart and bubble chart visualization for the Golden State Warriors, 2014-2015, 2015-2016, 2016-2017 - built with HTML5 SVG, CSS and d3.js

- Utilized d3.js to manipulate SVG to create 'shot' objects for shot chart and bubble chart visualizations.
- Implemented player name filtering by deleting all child nodes and rendering new nodes on player name change.
- d3 force and d3 drag incorporated to spread bubbles and allow bubbles to be dragged without passing through each other in bubble chart.
- Used d3.queue to asynchronously load correct seasonal data (csv format) on user slider change.

GameTime (Under Development) | MongoDB, Express.js, React/Redux, Node.js, OAuth

[Live Site](#) | [Github](#)

A social webapp for setting up pickup games for sports to allow users to connect and play the sports they love. Built on MERN stack (mongo, express, react/redux, node).

- Integrated Google and Facebook OAuth for authentication.
- Used Passport and Passport strategies to handle OAuth authentication workflow.
- Implemented React hashrouter to create a single-page application with authenticated and protected routes.
- Employed Google Map API to map location of pickup games.
- Utilized socket.io to create live chat feature for players to talk in game lobby page.

EXPERIENCE

Relationship Advisor | 2013-2017

Silicon Valley Bank

- Onboarded 8 new clients per week and managed the largest portfolio for the Northern California startup/early stage banking group.
- Trained 5 new employees and created training materials for future employees.
- Worked with internal teams to setup the framework for implementing Marketo to automate onboarding emails and remove 4 follow-up emails by relationship advisors per new client.
- Provided 'white glove' service to all clients which included walkthroughs of products, online banking and additional services which best fit their needs.

Mac Sales Supervisor | 2005-2008

Fry's Electronics

- Supervised and maintained the Apple sales floor.
- Trained employees on Apple products and supervised rotational team of 3.
- Assisted customers with all computer department inquiries from peripherals to computer hardware.
- Beat weekly/monthly individual sales goals by average of 20%.
- Implemented floor schematic/layout for computer department with 100% accuracy.